

# PHYSICAL FOULS

## 50.6. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

→ [Rule 28 – Supplementary Discipline.](#)

## RULE 51 ROUGHING

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### 51.1. ROUGHING

Roughing is a punching or slamming motion with or without the glove on the hand, normally directed at the head or face of an opponent, or if a Player intentionally removes an opponent's helmet during play. Roughing is a minor altercation that is not worthy of a Major Penalty to either participant.

### 51.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty on a Player who strikes an opponent with their hand or fist, or if a Player intentionally removes an opponent's helmet during play pursuant.

→ [Rule 9.6 – Helmets.](#)

A Player who persists in continuing to be involved in roughing is subject to rules for “fighting”

→ [Rule 46 – Fighting.](#)

### 51.3. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty to a Goalkeeper who uses their blocker glove to punch an opponent and the action is likely to result in injury to the opponent.

### 51.4. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

→ [Rule 28 – Supplementary Discipline.](#)

## RULE 52 SLEW-FOOTING

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### 52.1. SLEW-FOOTING

“Slew-footing” is the act of a Player using their leg or foot to knock or kick an opponent's feet from under them or pushes an opponent's upper body backward with an arm or elbow, and at the same time with a forward motion of their leg, knocks or kicks the opponent's feet from under them, causing them to fall violently to the ice.

### 52.2. MATCH PENALTY

The Referee shall, at their discretion, assess a Match Penalty if a Player is guilty of “slew-footing” on an opposing Player.

### 52.3. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion

→ [Rule 28 – Supplementary Discipline](#)